

CLAIMS

1. A network service system for providing a user with first and second services, comprising:

5 a first server for providing the first service;

 a first database connected to the first server for storing point information in association with user identifying information related to the user in the first server;

 a second server for providing the second service; and

10 a second database connected to the second server for storing point information in association with user identifying information related to the user in the second server; wherein the first server includes point offering means for updating the point information stored in the first database in association 15 with the user identifying information related to the user so as to offer points to the user,

 the second server includes point consuming means for updating the point information stored in the second database in association with the user identifying information related to the 20 user so as to consume the point of the user when the second service is provided to the user, and

 the network service system further comprises point transferring means for updating the point information stored in the second database in association with the user identifying 25 information related to the user in the second server based on the point information stored in the first database in association with the user identifying information related to the user in the first

server.

2. A network service system according to claim 1, wherein
at least one of the first and second services is a service
5. for allowing the user to play a game.

3. A network service system according to any one of claims
1 or 2, further comprising

charge amount calculating means for calculating an amount
10 of money to be paid from a person involved in the first server
to a person involved in the second server.

4. A network service system according to claim 3, wherein
the charge amount calculating means includes means for
15 counting the number of users, and calculates the amount based on
the number of users.

5. A network service system according to any one of claims
3 or 4, wherein
20 the charge amount calculating means calculates the amount
based on the content stored in the first database.

6. A network service system according to any one of claims
3-5, wherein
25 the charge amount calculating means calculates the amount
based on the number of times access of a predetermined type is
made from the second server to the first server.

7. A network service system according to any one of claims
1-6, wherein

the point transferring means includes:

secret identification information updating means
5 provided in the first server for updating secret identification
information stored in the first database in association with the
point information when the point information stored in the first
database is updated,

point inquiry request receiving means provided in the first
10 server for receiving a point inquiry request from the second
server,

point information and secret identification information
returning means provided in the first server for returning the
point information and the secret identification information
15 stored in the first database when the point inquiry request is
received by the point inquiry request receiving means,

point transfer request receiving means provided in the
first server for receiving a point transfer request including
secret identification information from the second server,

20 first point transferring means provided in the first server
for updating the point information stored in the first database
to decrease a point balance and returning point transfer allowance
data to the second server when the secret identification
information included in the point transfer request received by
25 the point transfer request receiving means matches the secret
identification information stored in the first database, and
second point transferring means provided in the second

server for updating the point information stored in the second database to increase a point balance when the point transfer allowance data is returned from the first server by the first point transferring means.

5

8. A point transfer system including first and second databases, each storing point information, comprising:

point information updating means for updating the point information stored in the first database;

10 secret identification information updating means for updating secret identification information stored in the first database in association with the point information when the point information stored in the first database is updated by the point information updating means;

15 point inquiry request receiving means for receiving a point inquiry request;

point information and secret identification information returning means for returning the point information and the secret identification information stored in the first database when the 20 point inquiry request is received by the point inquiry request receiving means;

point transfer request receiving means for receiving a point transfer request including secret identification information ;

25 first point transferring means for updating the point information stored in the first database to decrease a point balance and returning point transfer allowance data when the

secret identification information included in the point transfer request received by the point transfer request receiving means matches the secret identification information stored in the first database; and

5 second point transferring means for updating the point information stored in the second database to increase a point balance when the point transfer allowance data is returned by the first point transferring means.

10 9. A point transfer system according to claim 8, wherein the secret identification information updating means updates the secret identification information based on a random number.

15 10. A point management device, comprising:
point information updating means for updating point information stored in a database;
secret identification information updating means for updating secret identification information stored in the
20 database in association with the point information when the point information stored in the database is updated by the point information updating means;

point inquiry request receiving means for receiving a point inquiry request;

25 point information and secret identification information returning means for returning the secret identification information and the point information stored in the database when

the point inquiry request is received by the point inquiry request receiving means;

point transfer request receiving means for receiving a point transfer request including secret identification information ; and

point transferring means for updating the point information stored in the database to decrease a point balance and returning point transfer allowance data when the secret identification information included in the point transfer request received by 10 the point transfer request receiving means matches the secret identification information stored in the database.

11. A point management method, comprising:

a point information updating step for updating point 15 information stored in a database;

a secret identification information updating step for updating secret identification information stored in the database in association with the point information when the point information stored in the database is updated at the point 20 information updating step;

a point inquiry request receiving step for receiving a point inquiry request;

a point information and secret identification information returning step for returning the secret identification 25 information and the point information stored in the database when the point inquiry request is received at the point inquiry request receiving step;

a point transfer request receiving step for receiving a point transfer request including secret identification information ; and

5 a point transferring step for updating the point information stored in the database to decrease a point balance and returning point transfer allowance data when the secret identification information included in the point transfer request received at the point transfer request receiving step matches the secret identification information stored in the
10 database.

12. A network game system, comprising:

a first game server;

15 a first database connected to the first game server for storing point information related to a game and secret identification information ;

a second game server; and

a second database connected to the second game server for storing point information related to a game; wherein

20 the first game server includes

point information updating means for updating the point information stored in the first database,

secret identification information updating means for updating the secret identification information stored in the
25 first database in association with the point information when the point information stored in the first database is updated by the point information updating means,

point inquiry request receiving means for receiving a point inquiry request from the second game server,

point information and secret identification information returning means for returning the secret identification 5 information and the point information stored in the first database when the point inquiry request is received by the point inquiry request receiving means,

point transfer request receiving means for receiving a point transfer request including secret identification 10 information from the second game server, and

first point transferring means for updating the point information stored in the first database to decrease a point balance and returning point transfer allowance data to the second game server when the secret identification information included 15 in the point transfer request received by the point transfer request receiving means matches the secret identification information stored in the first database, and

the second game server includes

second point transferring means for updating the point 20 information stored in the second database to increase a point balance when the point transfer allowance data is returned from the second game server by the first point transferring means.